

# OFFENSIVE OPERATIONS

# BATTLEFIELD OPERATING SYSTEMS

- Maneuver
- Intelligence
- Fire Support
- Air Defense
- Mobility/Countermobility/Survivability
- Combat Service Support
- Command and Control

# **CHARACTERISTICS OF THE OFFENSE**

- Surprise
- Concentration
- Tempo
- Audacity

# ORGANIZATION OF OFFENSIVE BATTLES

- Deep Operations
- Close Operations
- Rear Operations

# PLANNING FOR OFFENSIVE OPERATIONS

- The Deep Attack
- The Main Attack and Main Effort
- The Supporting Attack
- The Reserve
- Follow-and-Support Forces
- Follow-and-Assume Forces
- Reconnaissance and Security Forces

# SYNCHRONIZATION OF OFFENSIVE OPERATIONS

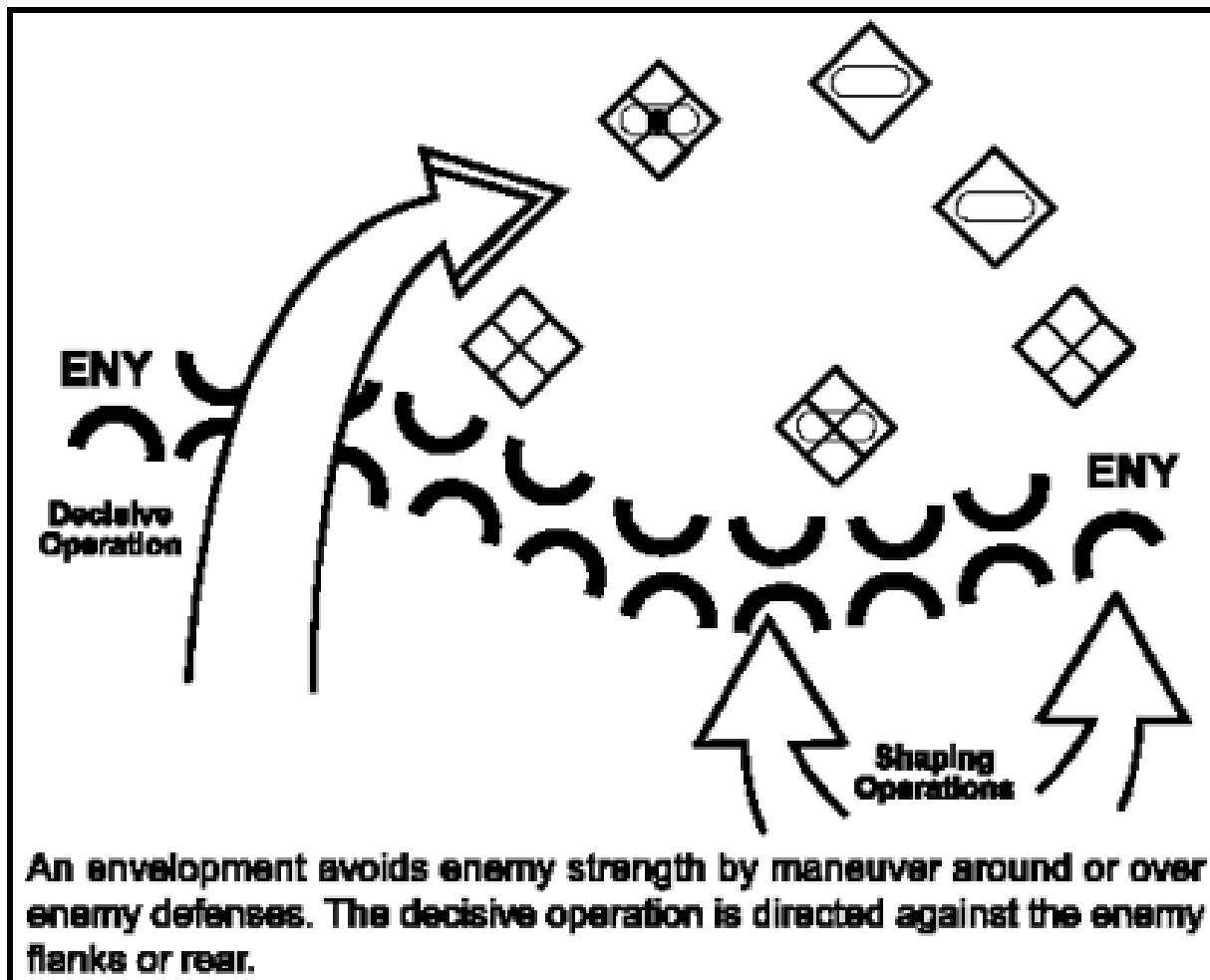
- Intelligence
- Maneuver (Army Aviation)
- Fire Support
- Air Defense
- Mobility and Survivability
- Combat Service Support
- Command and Control

# FORMS OF OFFENSIVE MANEUVER

- Envelopment**
- Turning Movement**
- Infiltration**
- Penetration**
- Frontal Attack**

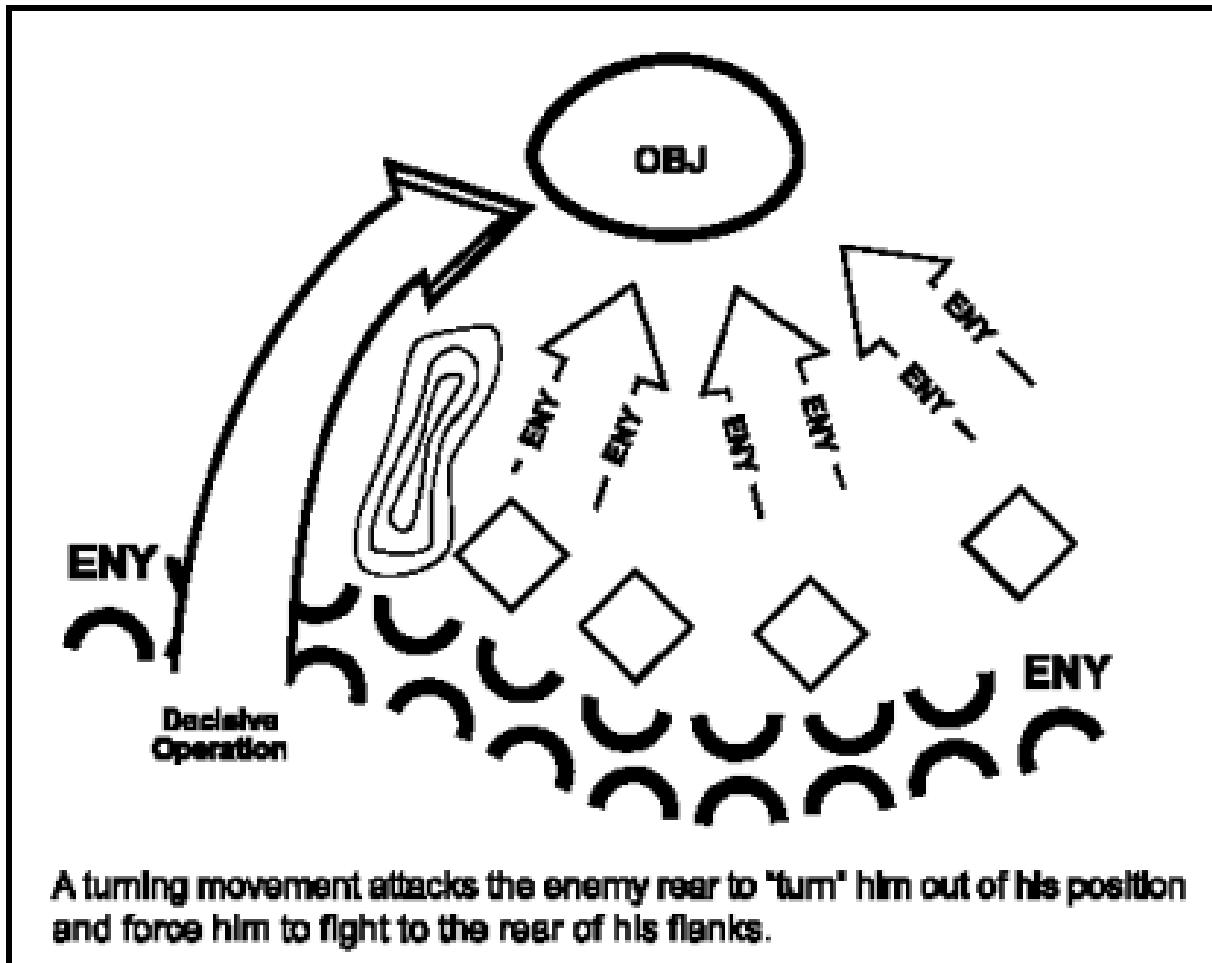
**FM 3-0, para. 7-30**

# ENVELOPMENT



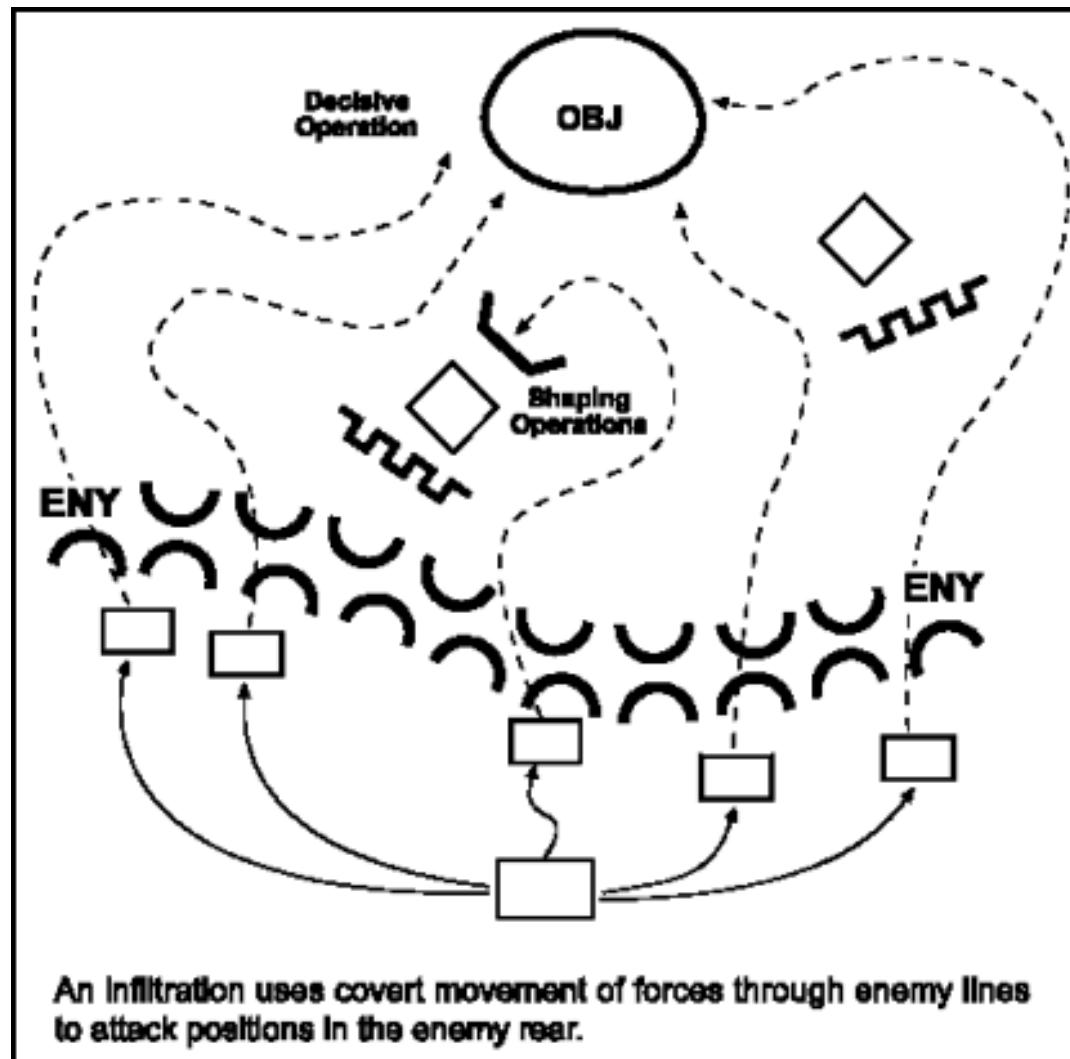
FM 3-0, para. 7-

# TURNING MOVEMENT



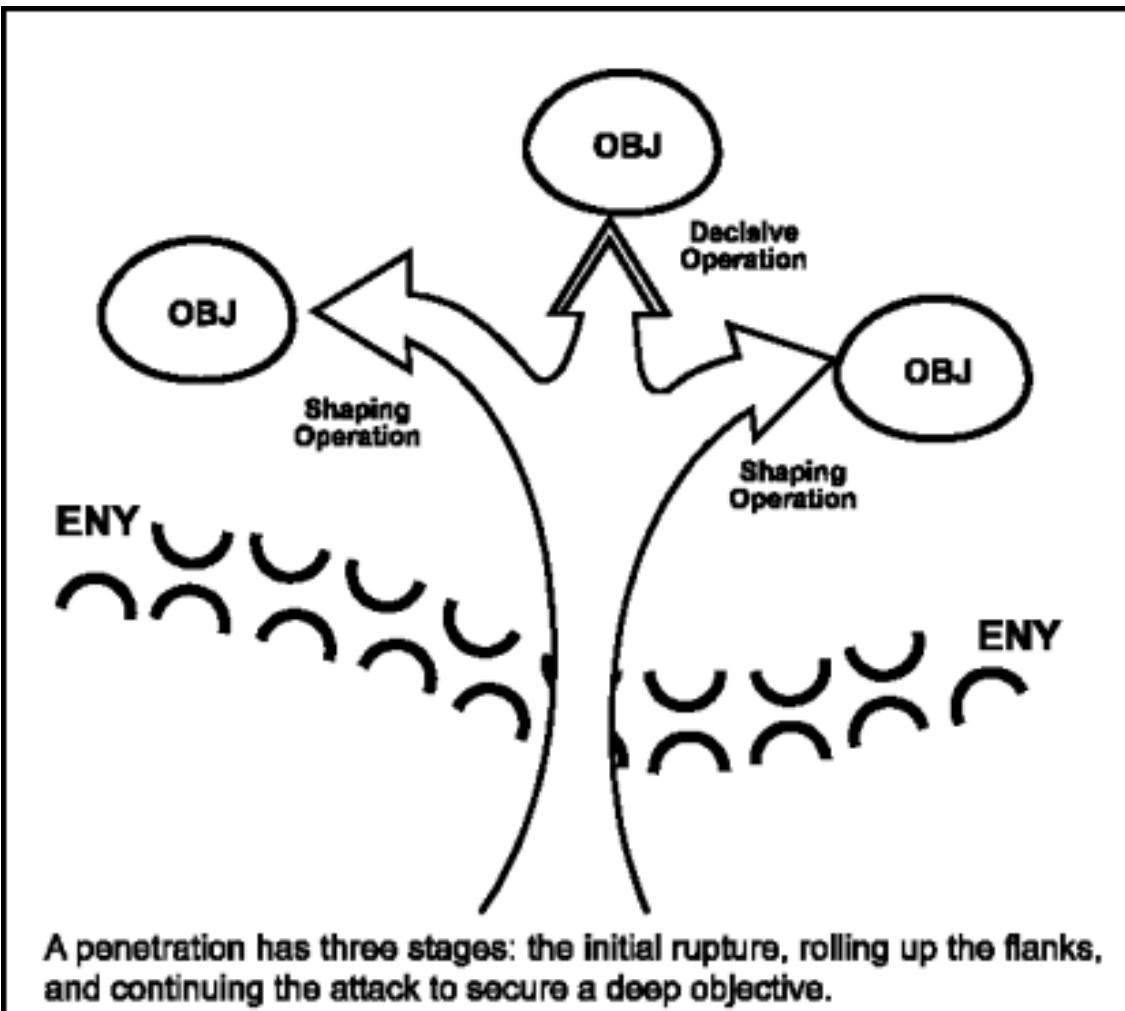
FM 3-0, para. 7-

# INFILTRATION



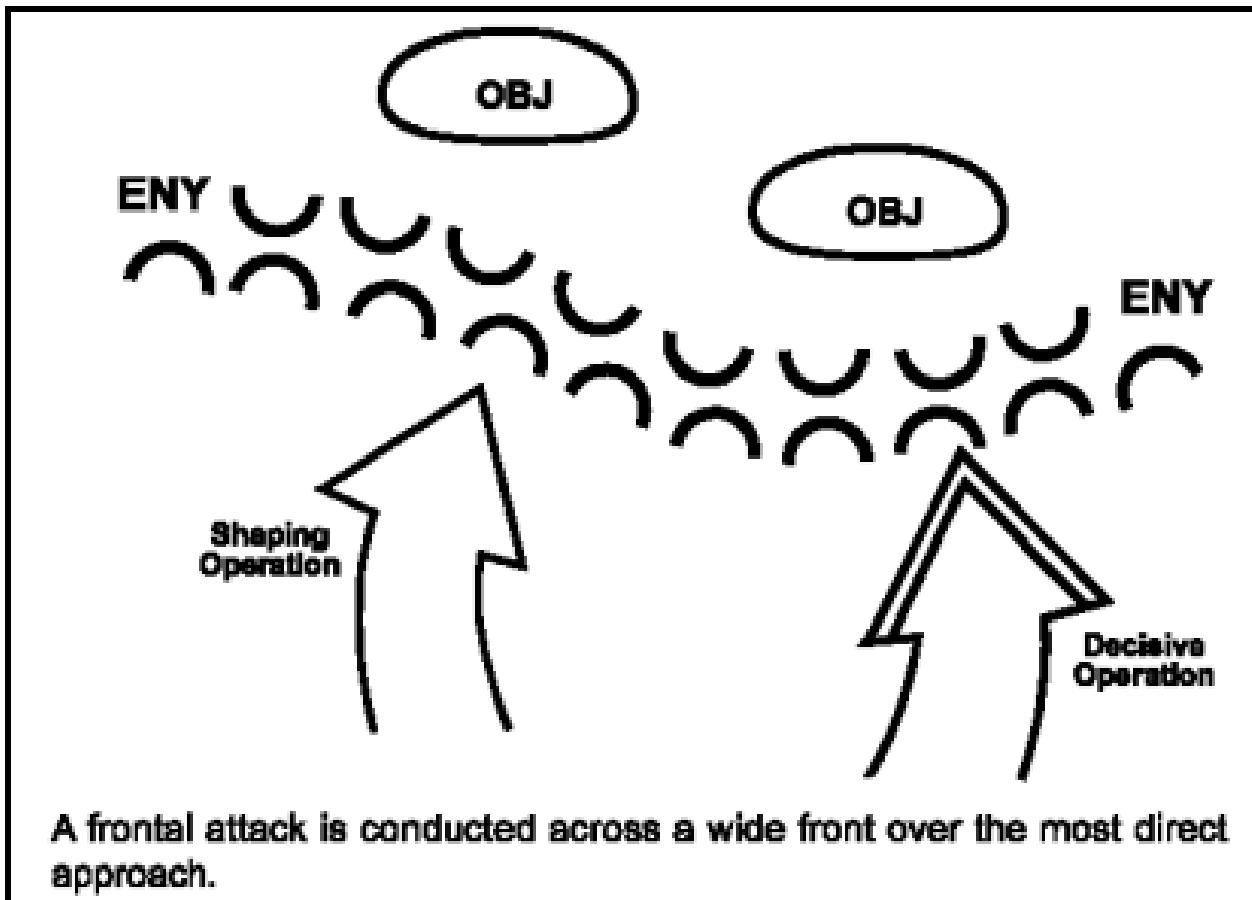
**FM 3-0, para. 7-**

# PENETRATION



**FM 3-0, para. 7-**

# FRONTAL ATTACK



**FM 3-0, para. 7-**

# **BRIGADE / BATTALION**

# **FORMATIONS**

## **FORMATIONS**

**Column**

**Vee**

**Line**

**Box**

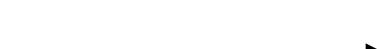
**Wedge**

## **TECHNIQUES**

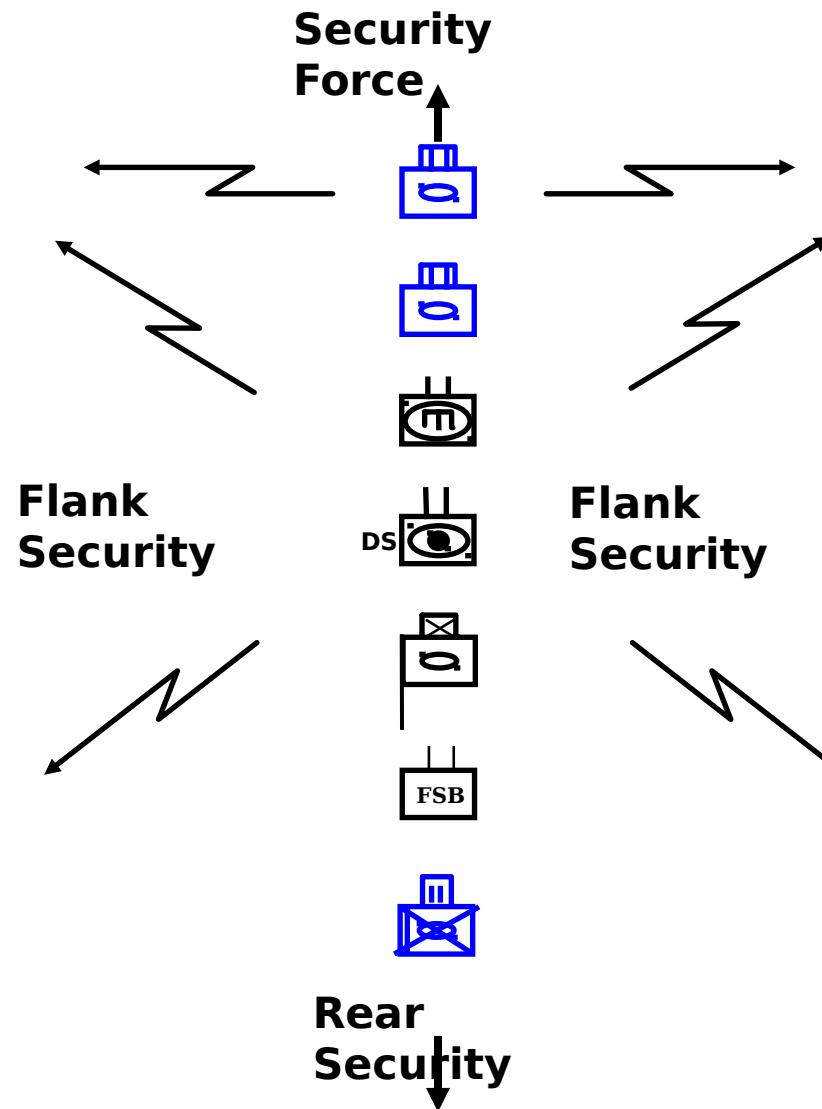
**Traveling**

**Traveling Overwatch**

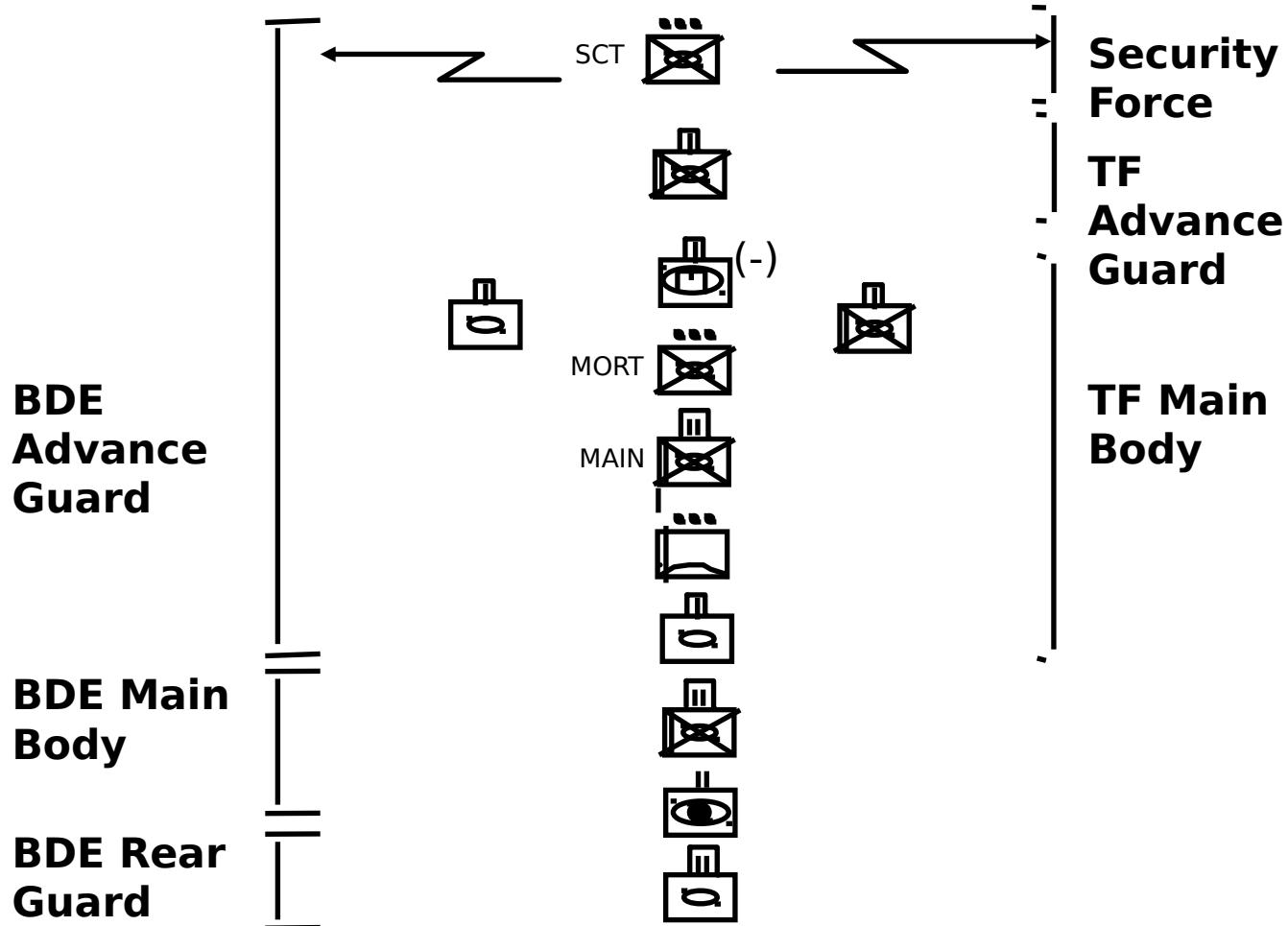
**Bounding Overwatch**



# **BRIGADE IN COLUMN**

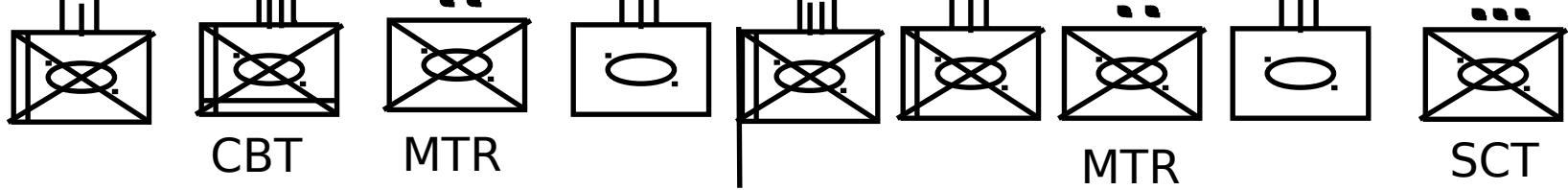


# **BN/TF MOVEMENT TO CONTACT AS PART OF A BRIGADE ATTACK**

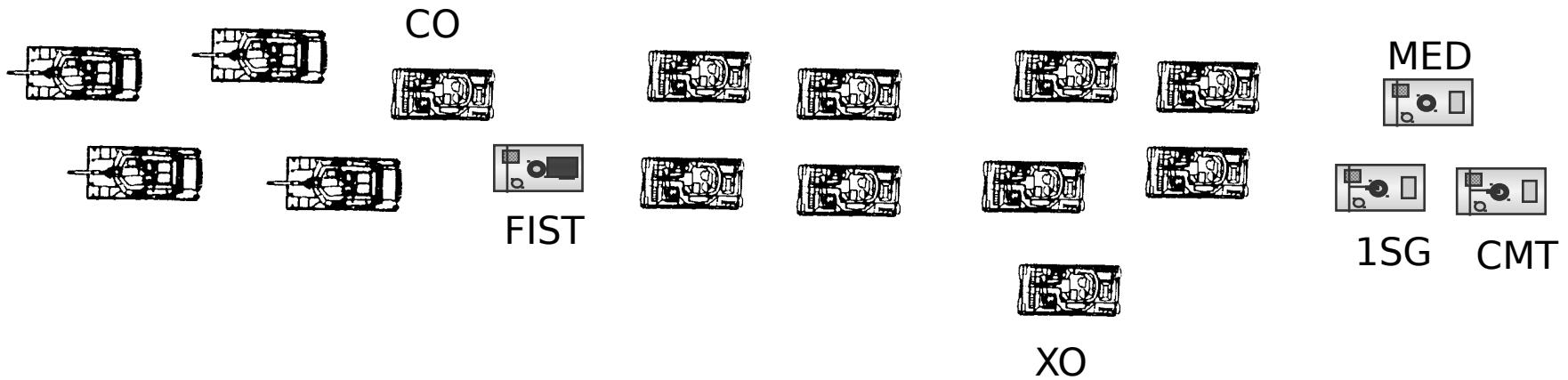


# BATTALION

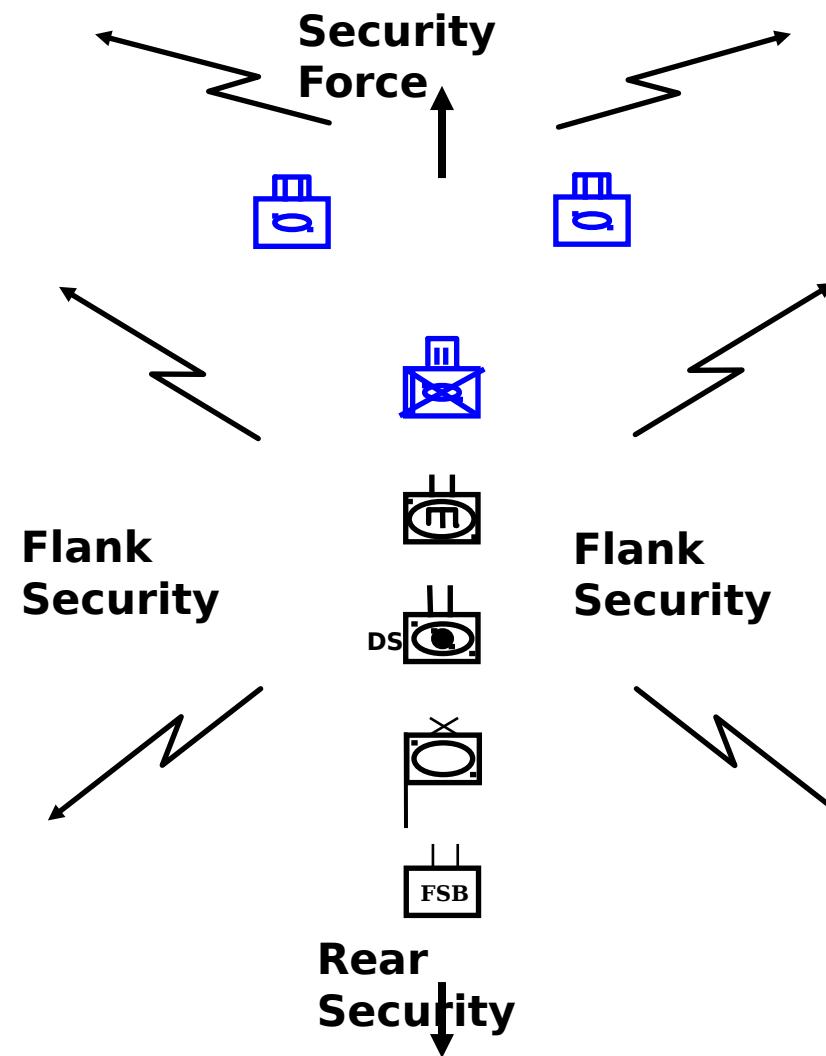
# COLUMN



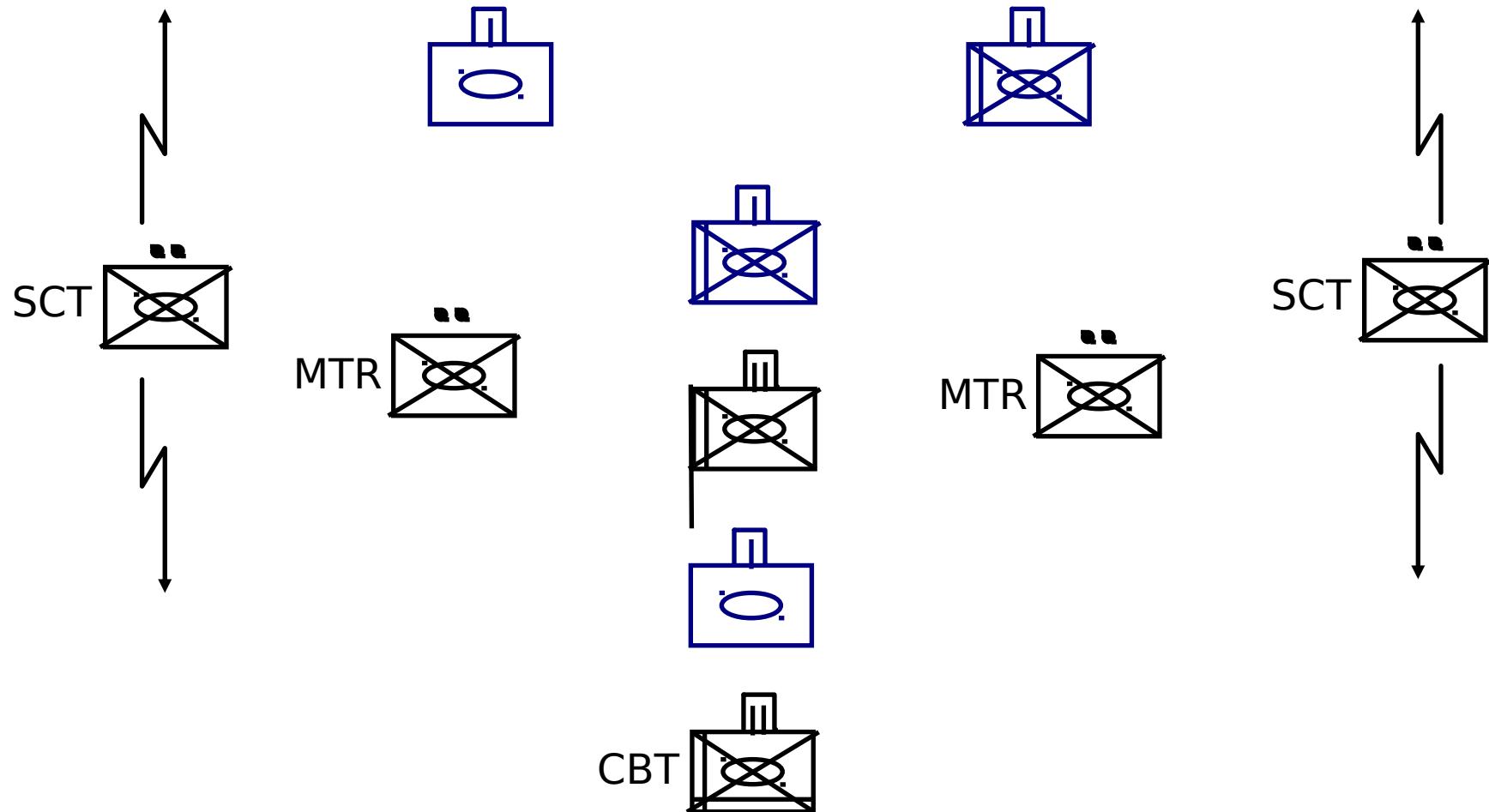
# COMPANY COLUMN



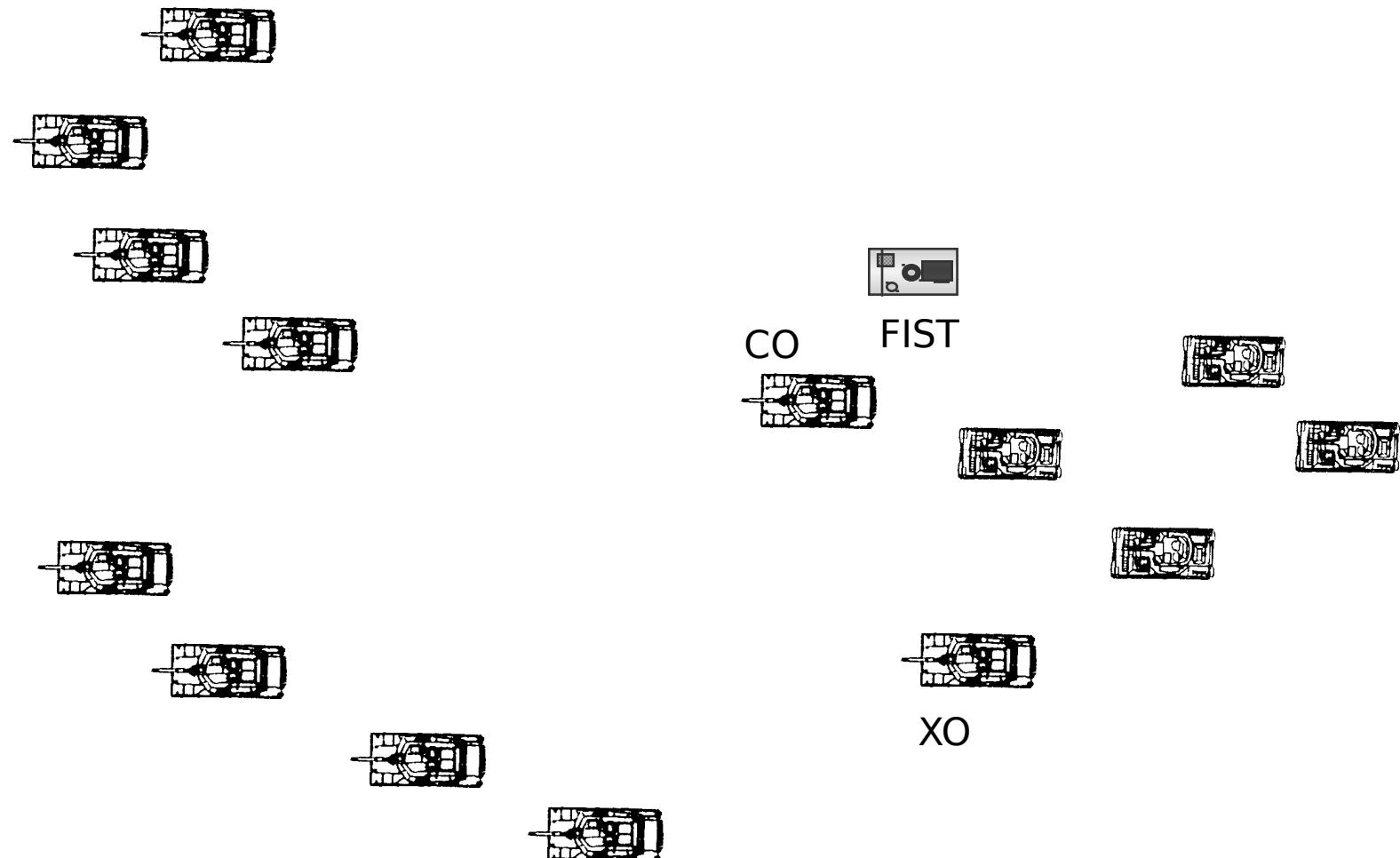
# **BRIGADE VEE**



# **BATTALION VEE**

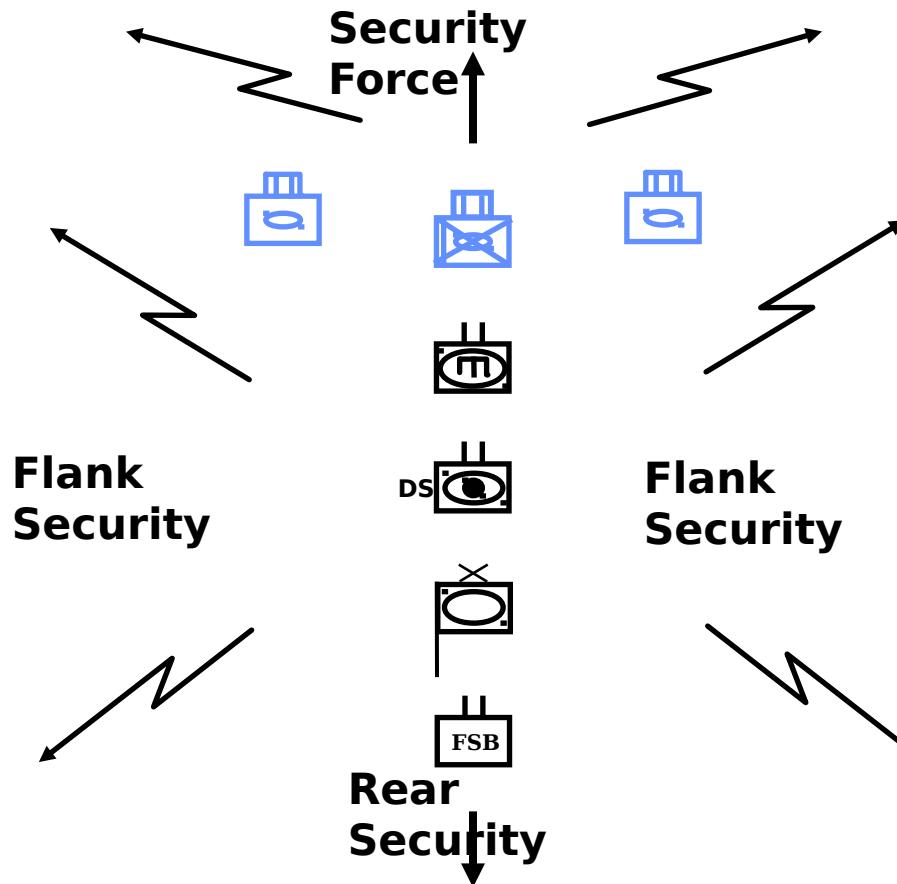


# COMPANY VEE

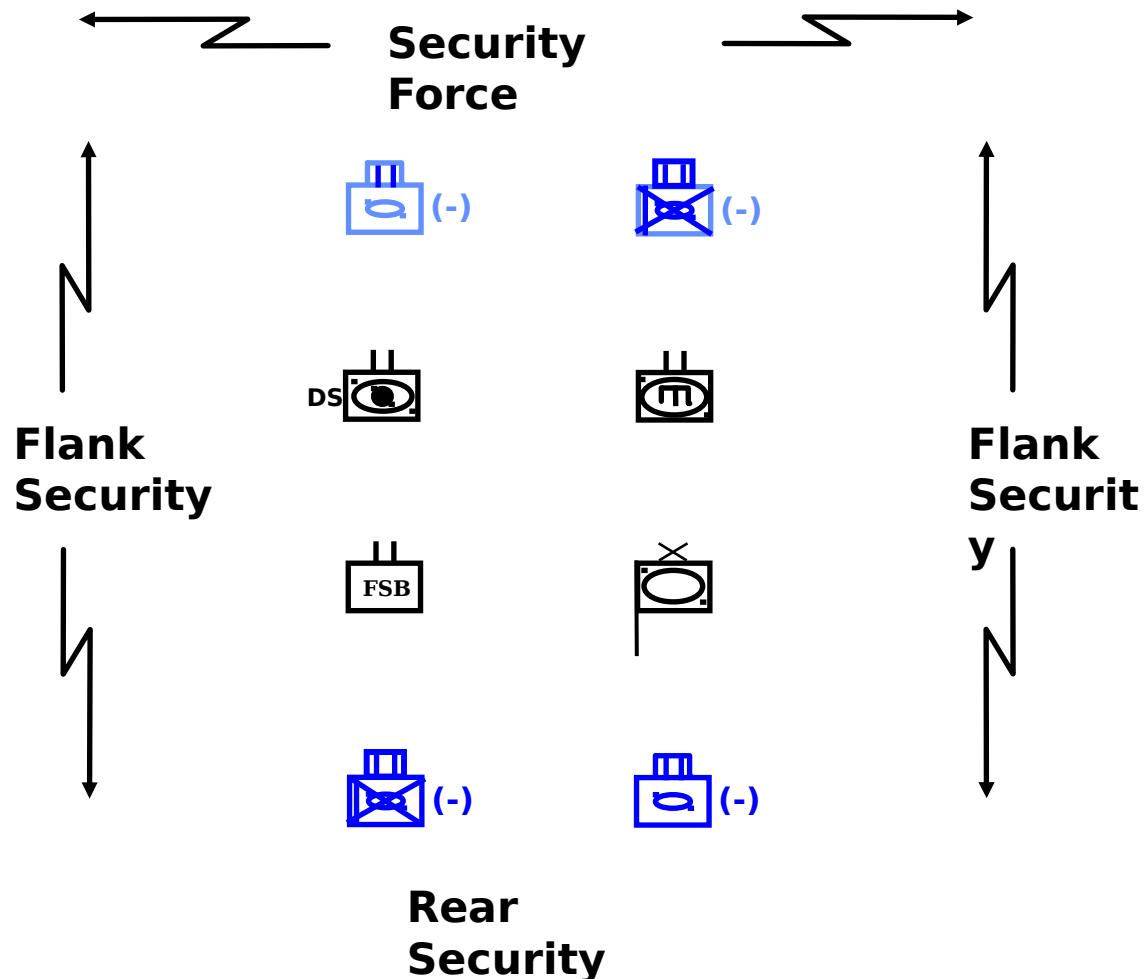


# **BRIGADE ON LINE**

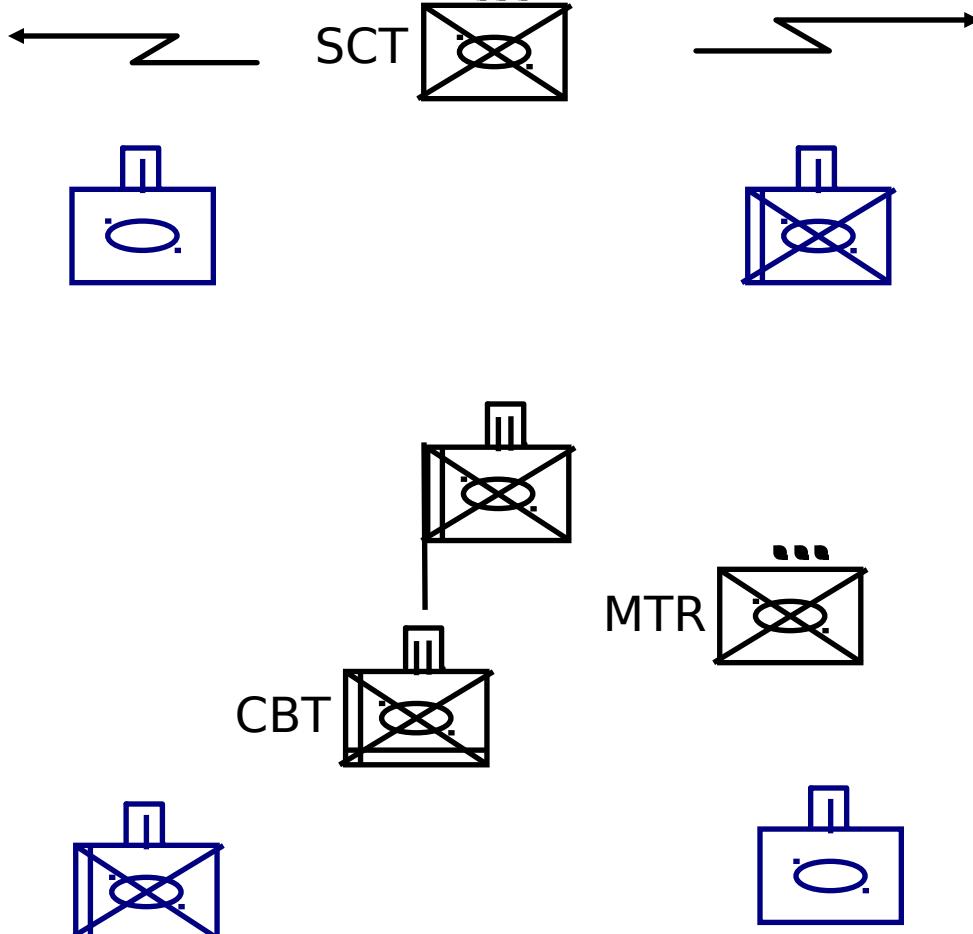
# **WITHOUT A RESERVE**



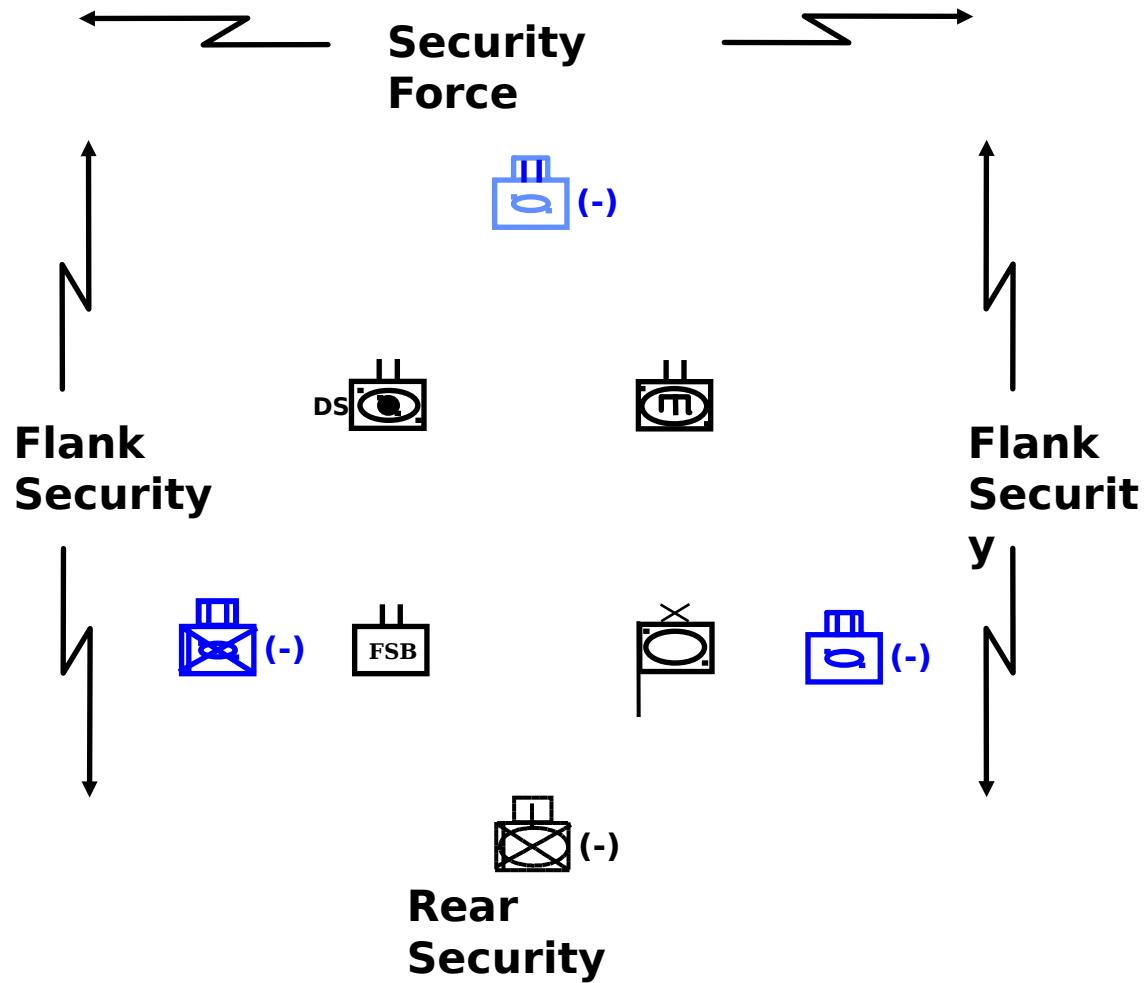
# **BRIGADE BOX**



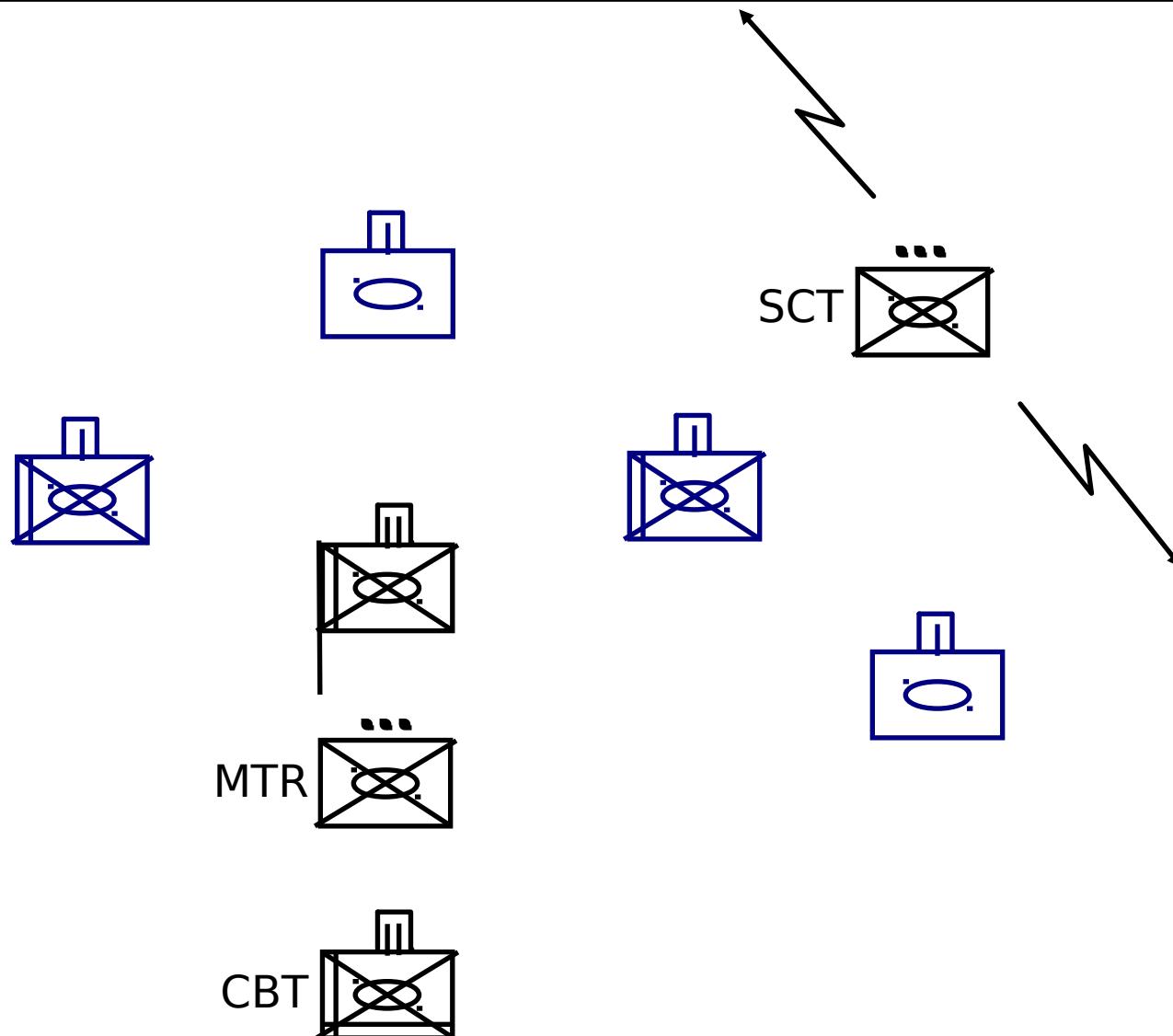
# BATTALION BOX



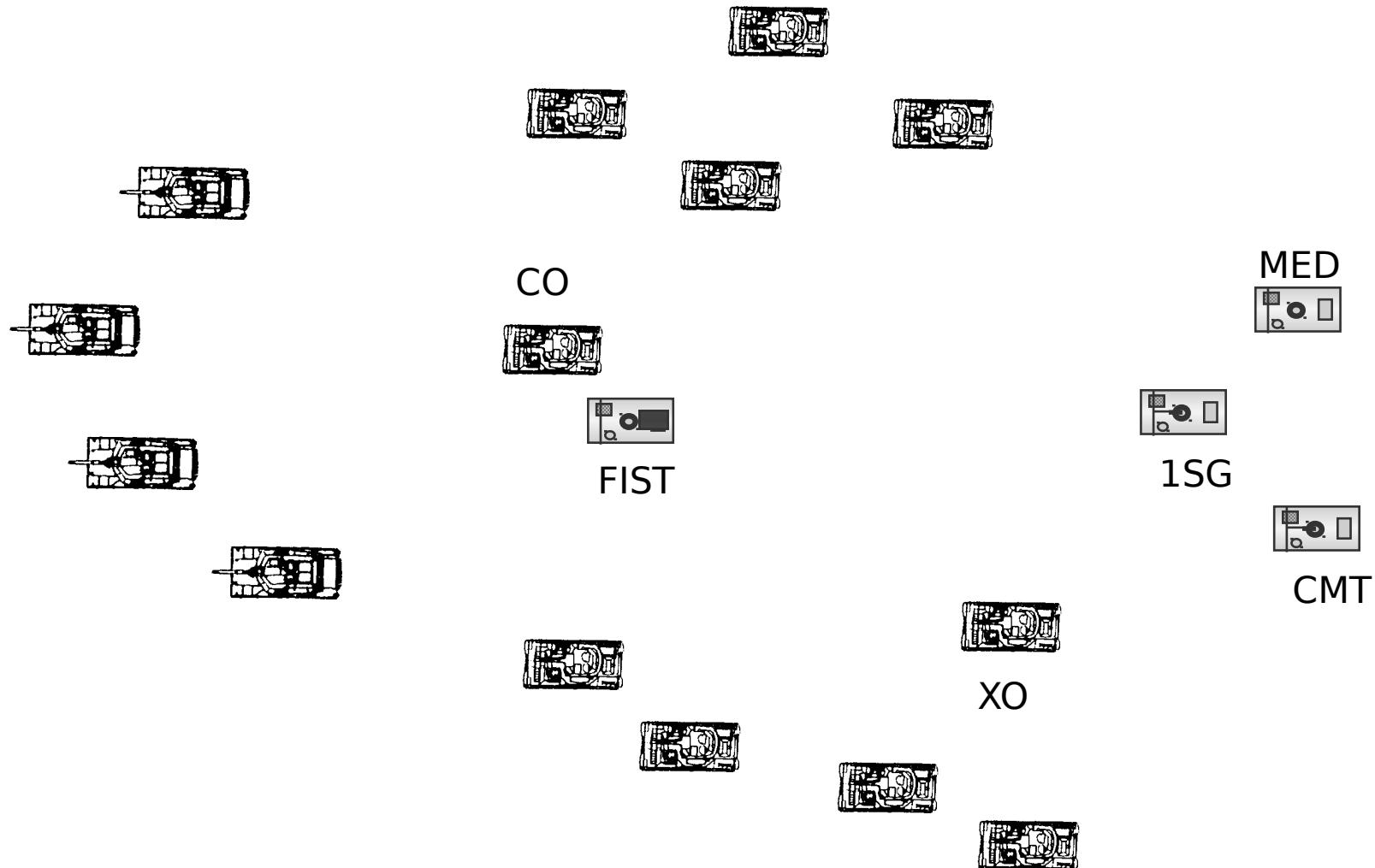
# **BRIGADE WEDGE**



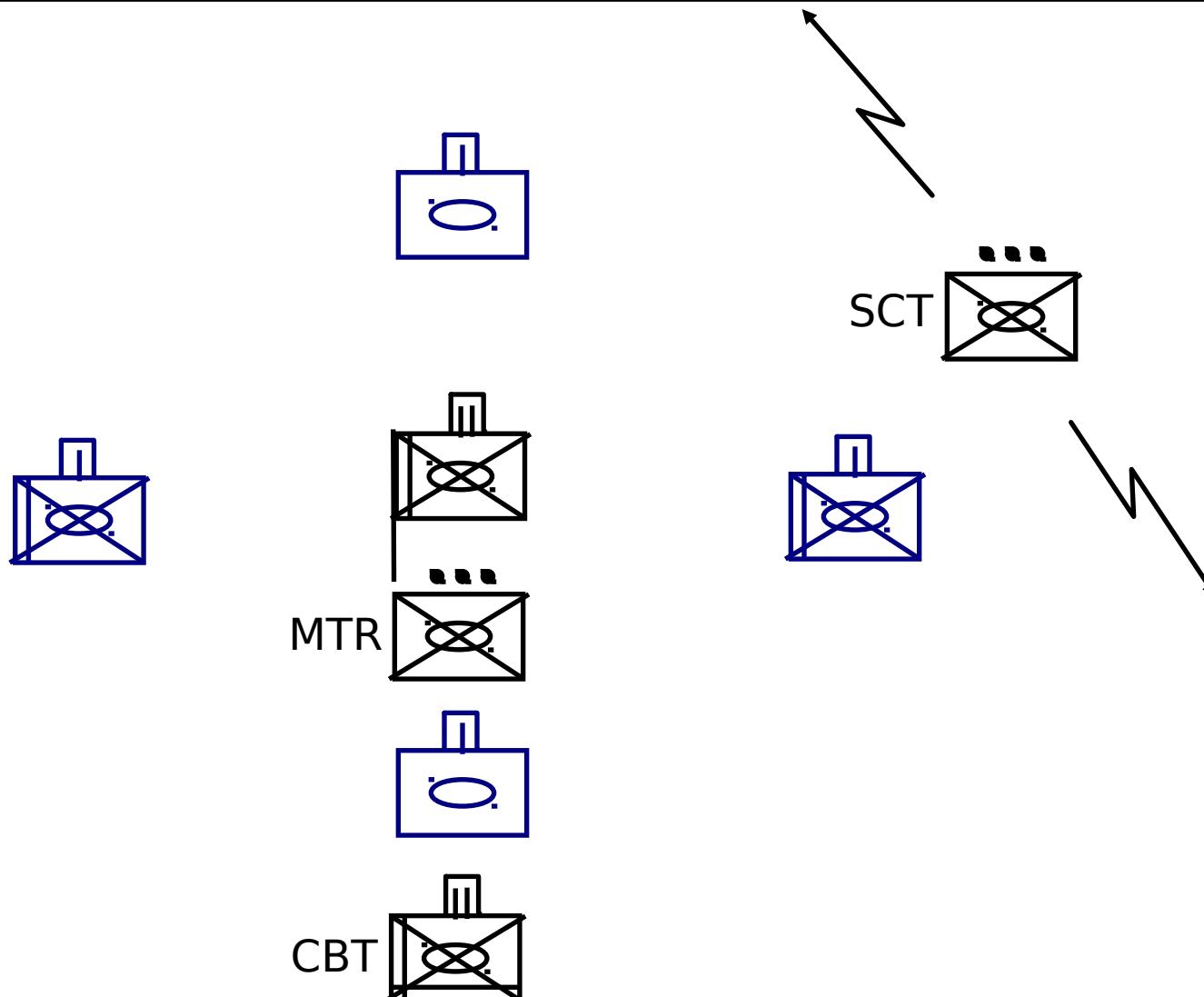
# BATTALION WEDGE



# COMPANY WEDGE



# **BATTALION DIAMOND**



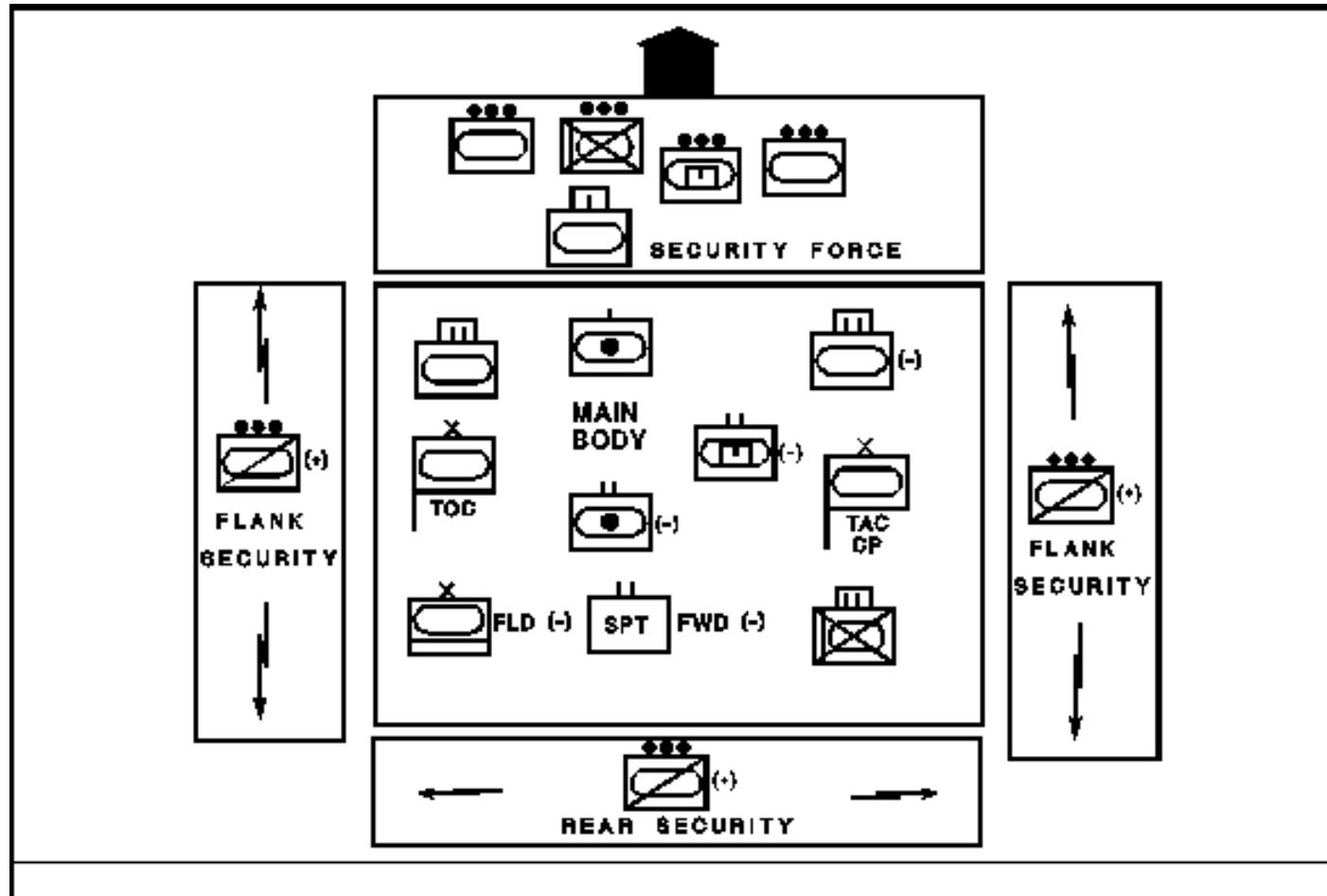
# **TYPES OF OFFENSIVE OPERATIONS**

- Movement to Contact**
- Attack**
- Exploitation**
- Pursuit**

**FM 3-0, para. 7-42**

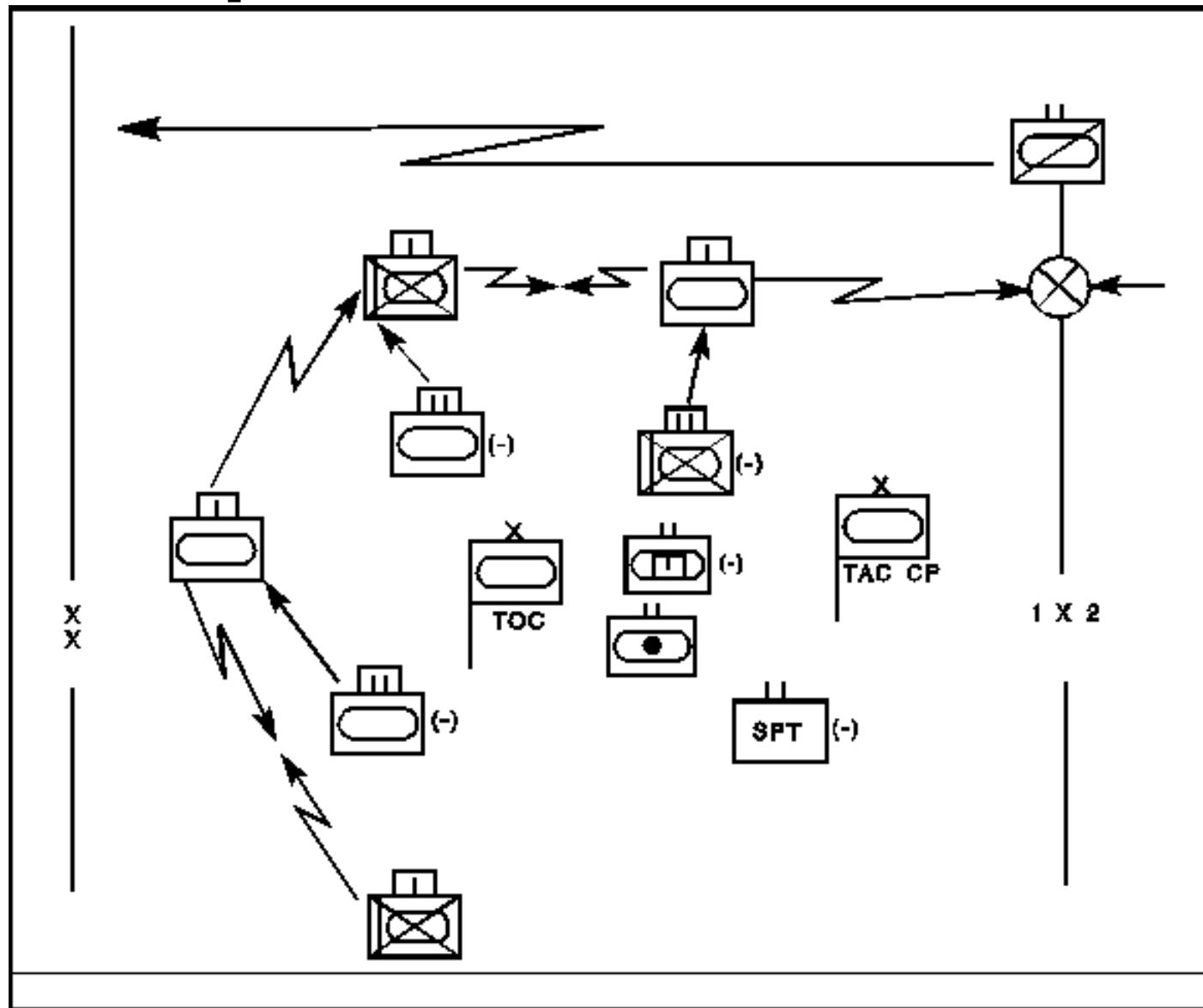
# **BDE MOVEMENT**

## **TO CONTACT**



# **MOVEMENT TO CONTACT**

## **(BDE as part of Division Movement)**



# **ATTACK**

- Hasty Attack
- Deliberate Attack
- Feint
- Raid
- Demonstration

# BREACHING FUNDAMENTAL

S

**S**uppress

**O**bscure

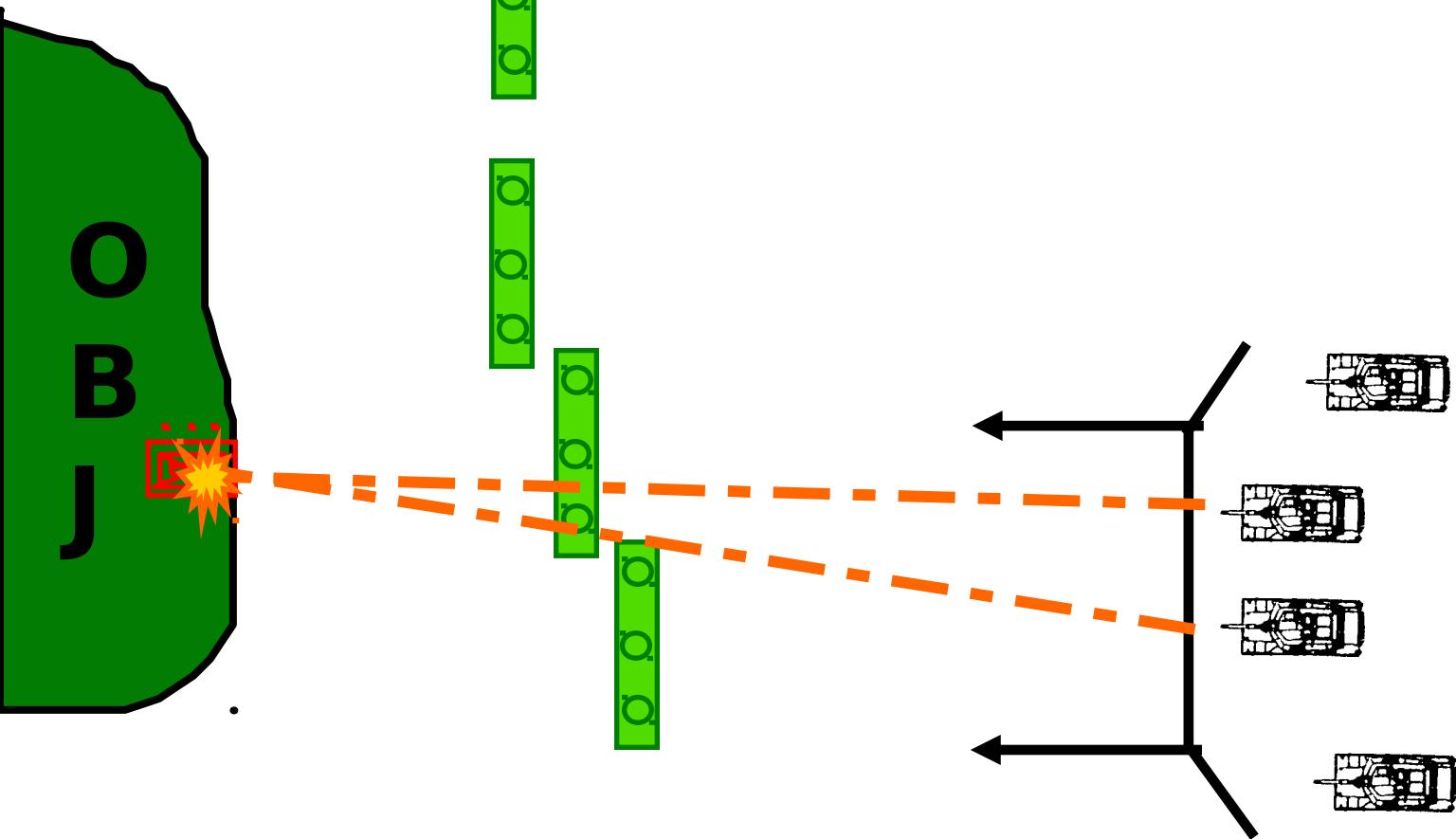
**S**ecure

**R**educe

# **BREACHING** **ORGANIZATION**

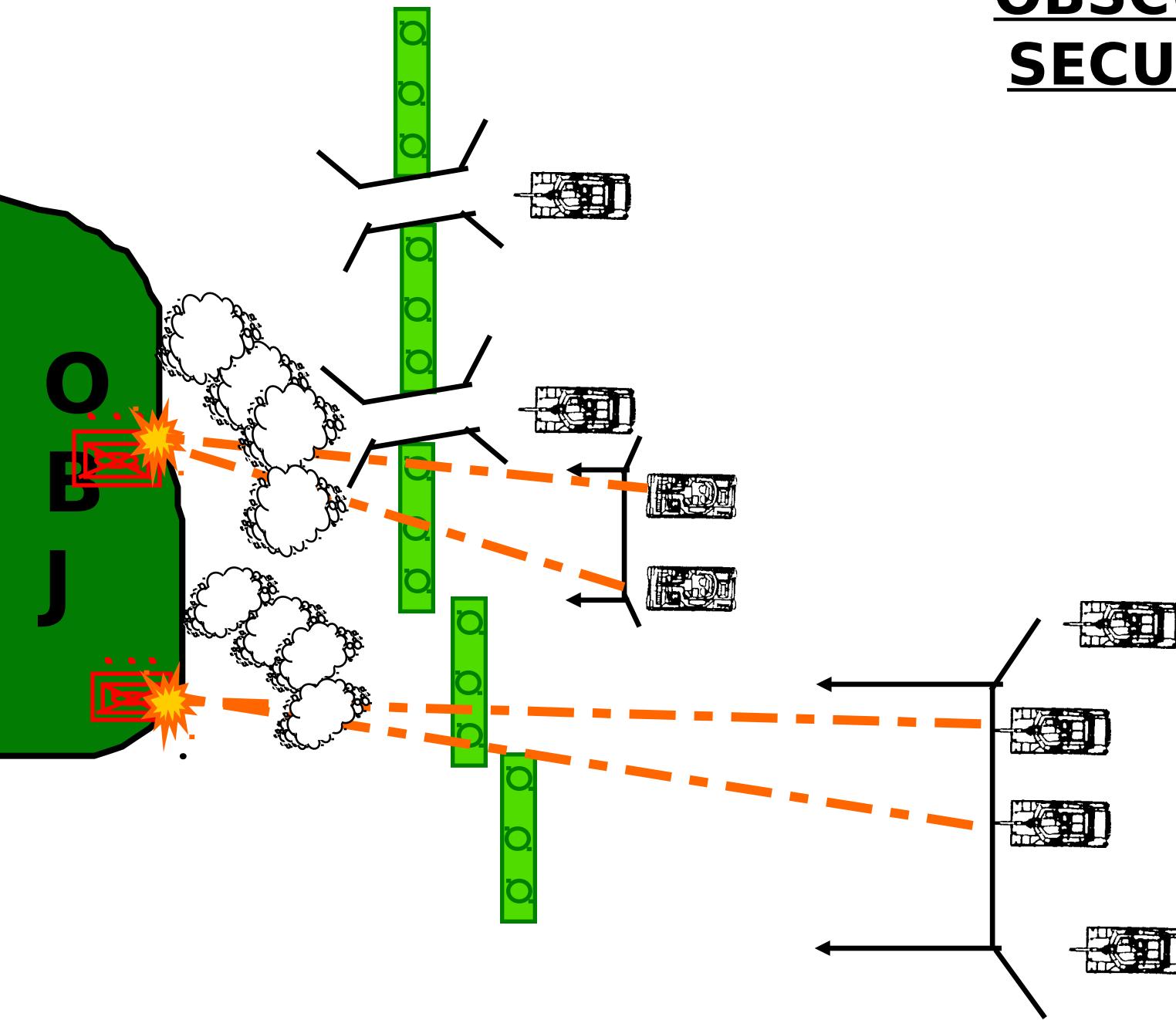
- Support Force
- Breach Force
- Assault Force

# **SUPPRESS**

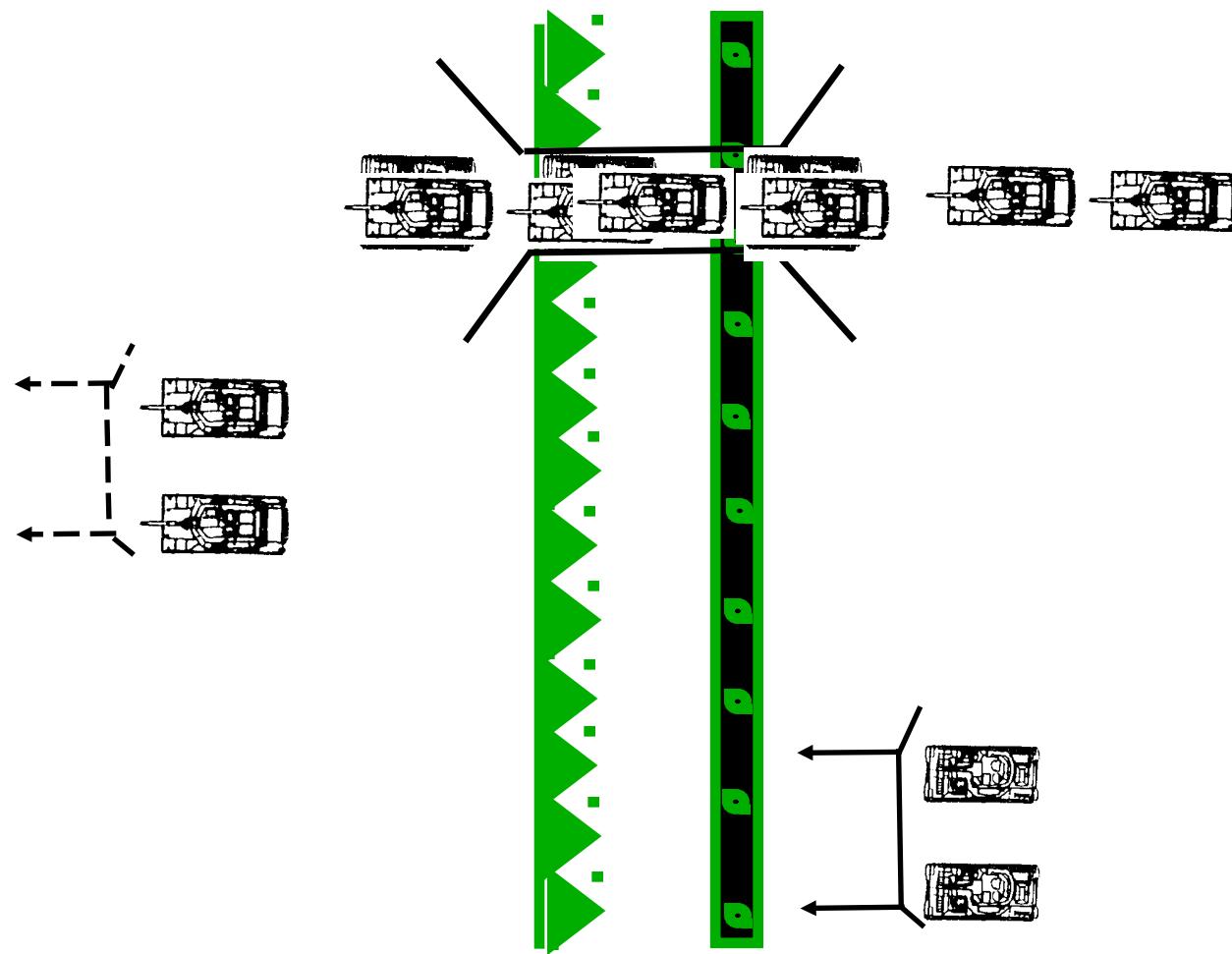


# **OBSCURE**

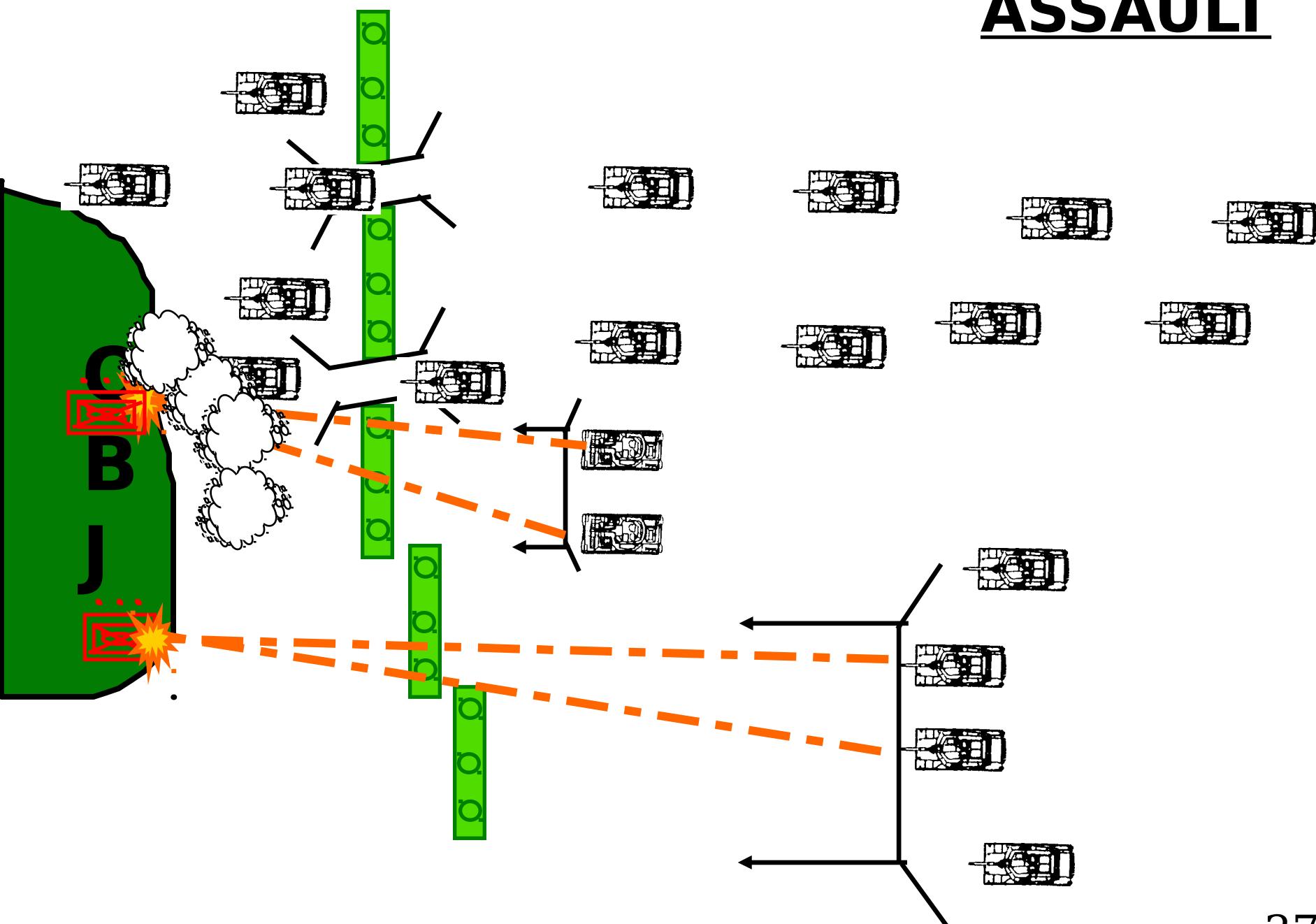
## **SECURE**



# REDUCE



# ASSAULT



# **THE EXPLOITATION**

- Normally follows a successful attack
- Takes advantage of a weakened or collapsed enemy defense
- Purpose:
  - Prevent reconstitution of enemy defenses
  - Prevent enemy withdrawal
  - Secure deep objectives
  - Destroy command and control facilities and enemy forces
- Avoids enemy resistance when possible

# **THE PURSUIT**

- Normally follows a successful exploitation
- Function is to complete the destruction of the enemy's main force
- Does not avoid enemy contact
- May advance to a physical objective
- Ordered when the enemy can no longer maintain its position and tries to escape
- Maintains unrelenting pressure on the enemy